

Requirements Capture

Desktop Audio System

Advisor: Dr. Jacob Glower

Group: SD1014

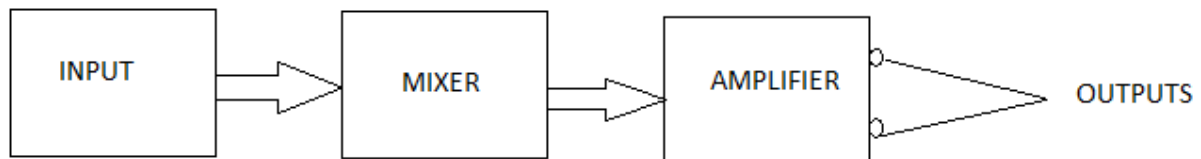
Group members: Andrew Lynch, Kamal Sanghi, Chris Grahm

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The intent of this project is to create a desktop audio system for consumer use. The device will take 4 devices (two computers and two analog audio sources), mix them together, and amplify their output to speakers and headphones. The target consumer is pro audio and “prosumer” computer users. The product takes 3 usually discrete components and combines them into one “box”, eliminating clutter and complexity.

Characteristics of Product

- Modular - designed in 3 parts: a mixer, an input system (USB->Analog audio), and an amplifier for output. Systems will be independent in design and function.
- Mixer
 - Use digital potentiometers to vary volume levels of 4 analog stereo inputs.
 - Singular analog stereo output
 - The mixing will be controlled by an MCU (microcontroller) to operate the digital potentiometers. It will also provide the human interface (LCD and encoders).
 - Mute function for each channel within the mixer.
 - Input should be +/- 2.5v
- Input system
 - Utilize USB to Analog conversion: Connect to a computer via USB and provide an analog stereo output.
 - Should output 4 stereo channels to be the input for the mixer.
 - Provide amplification to bring levels to +/- 2.5v
- Amplifier
 - Take in one +/- 2.5v stereo signal
 - Output two different levels, one for headphones, and one for unpowered speakers.
 - Power-less bypass for using powered speakers
 - 12V power input - to drive speakers



Existing products

- Mixing boards
 - These only provide analog (manual) mixing of channels, and typically do not have amplifiers. They also don't have USB to Analog converters built in.
- Amplifiers with mixers
 - Amplifier with a simple two or three channel mixer embedded in one package.
 - These still don't provide USB->Analog conversion, and can be two channels instead of four.
- USB->Audio converters
 - Standalone products exist, but the intent is to make a product that will perform all three stages in one package.